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T-5003H

# FIFA 96 SOCCER

FIFA

BY EXTENDED PLAY PRODUCTIONS

CAB

VIRTUAL STADIUM
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VS

EA SPORTS™
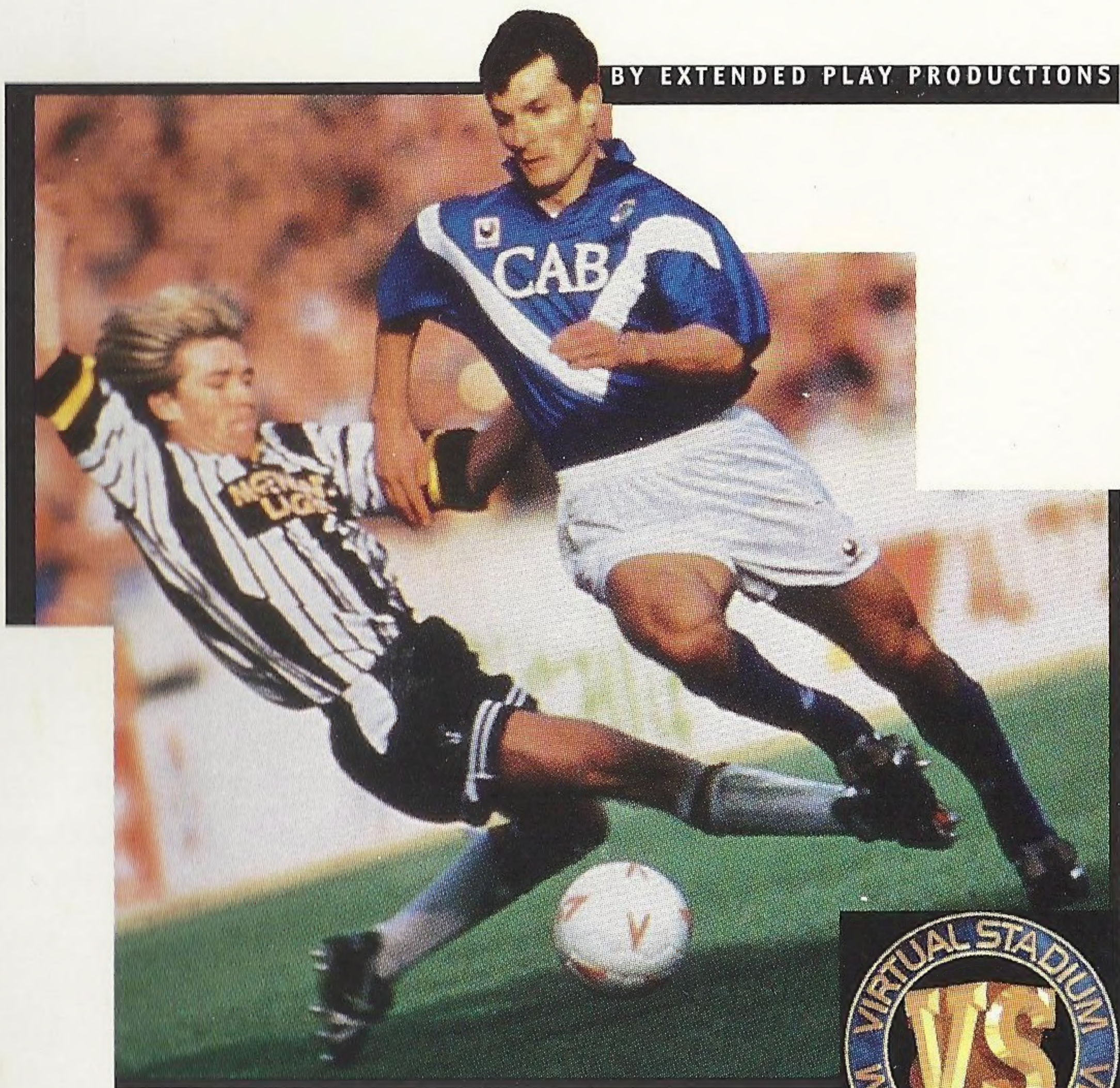
LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

# WARNING:
## READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously unde-tected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

### Handling Your Compact Disc

⚽ The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.

⚽ Do not bend it, crush it, or submerge it in liquids.

⚽ Do not leave it in direct sunlight or near a radiator or other source of heat.

⚽ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

⚽ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.
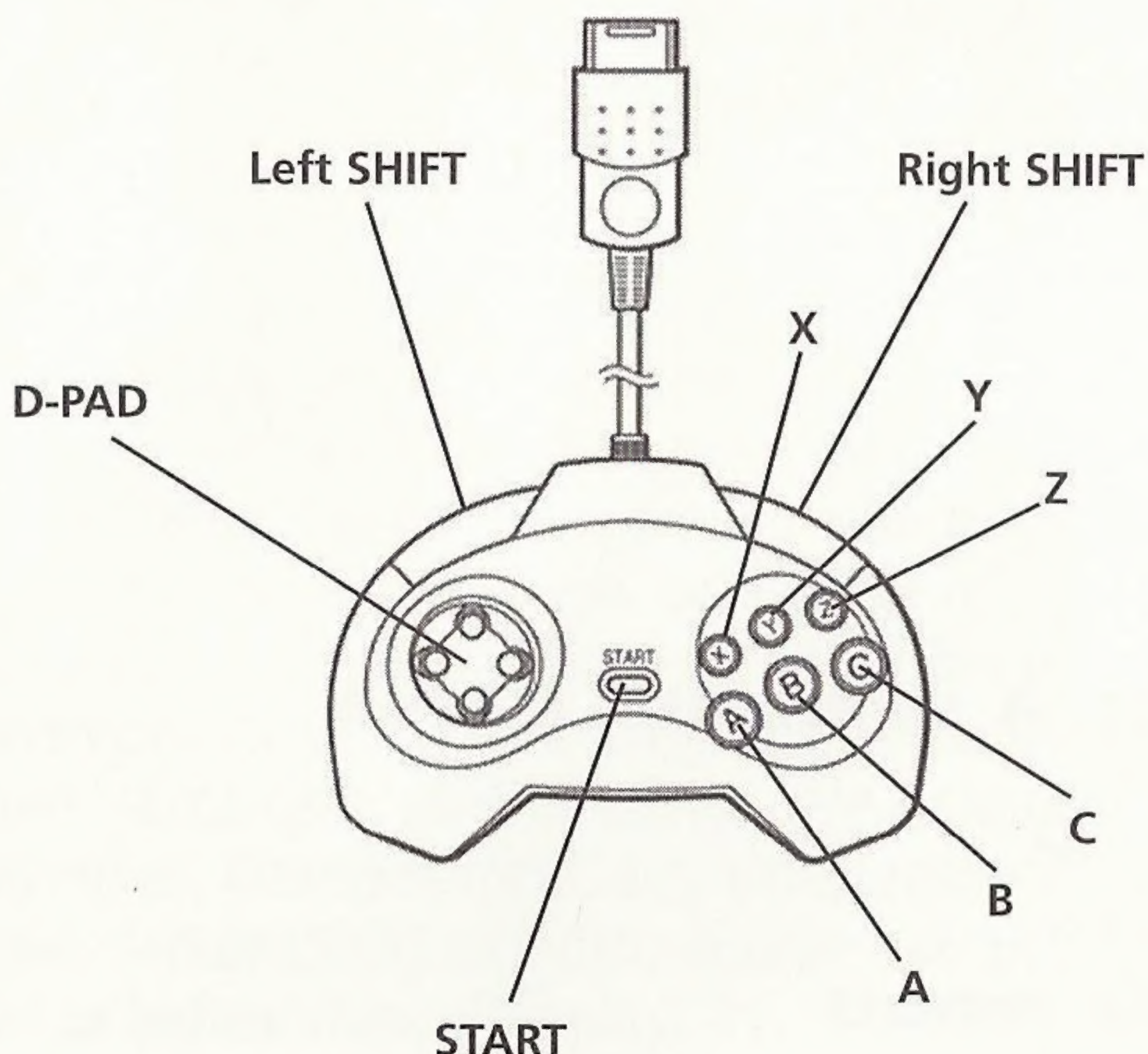
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# EA SPORTS

# CONTENTS

# CONTROL SUMMARY

Left SHIFT     Right SHIFT

X

Y

Z

D-PAD

START

C

B

A

START

## IN PLAY: IN POSSESSION OF BALL

| | |
|---|---|
| Lob | **A** |
| Pass | **B** + D-Pad |
| Drop Pass to Nearest Teammate | Tap **B** + D-Pad |
| Shot on Net | **C** |
| Run | D-Pad |
| 180-Degree Spin Move | **B** + **C** |
| Shallow Lob | **A** + **B** + D-Pad |
| Rainbow Kick | **A** + **C** + D-Pad |
| Sprint Dribble | Hold **Z** |

## IN PLAY: JUST AFTER PASSING

| | |
|---|---|
| Enter Passback Mode (Highlight Current Player) | **A** |
| Switch Highlight to Human-Controlled Player Closest to Pass Destination | **B** |
| One-Timer | **C** |

# ≡⅄SPORTS

## IN PLAY: BALL IN THE AIR

| | |
|---|---|
| Switch Star to Computer-Controlled Player Closest to Ball | B |
| Jump For Header, Volley, Bicycle Kick, or One-Timer (depends on timing of jump and height of ball) | A or C |
| After-Touch Curve | D-Pad |

## IN PLAY: IN PASSBACK MODE

| | |
|---|---|
| Pass to Original Ball Carrier | A |
| Switch Highlight to Player With Ball (ends Passback mode) | B |
| Passback Player Takes Shot at Net | C |

## IN PLAY: DEFENCE

| | |
|---|---|
| Tackle | A + B |
| Push | B + C |
| Slide | A |
| Switch Player or Steal | B |
| Sprint | Hold Z |
| Dive (If near net) | C |
| One-Timer (If far from net) | C |

## BALL OUT OF PLAY: CORNER KICK, THROW-IN, FREE-KICK

| | |
|---|---|
| Toggle Camera/Switch to Player Under Camera/ Switch to Passback Mode | B |
| Select Set Play | C + D-Pad |
| Toggle Set Play Selection On/Off | C + A |
| Execute Set Play | C |

## BALL OUT OF PLAY: PASSBACK MODE

| | |
|---|---|
| Lob to Passback Player | A |
| Pass to Passback Player | B + D-Pad |

## BALL OUT OF PLAY: NORMAL MODE

| | |
|---|---|
| Lob to Last Camera Position | A |
| Lob | A + D-Pad |
| Pass | B + D-Pad |

## BALL OUT OF PLAY: GOALIE DROP KICK/GOALIE GOAL KICK

| | |
|---|---|
| Toggle Between Goalie And Target | B |
| Lob Ball To Target | A |
| Kick Ball To Midfield | C |

## MENU NAVIGATION

| | |
|---|---|
| Next Screen | C |
| Back and Cancel | Z |

# STARTING THE GAME



1. Turn ON the power switch on your Sega™ Saturn™ system.

2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.

3. Open the disc tray and place the *FIFA Soccer 96* disc inside.

4. Press **START** to advance to the Game Select screen.

# GAME SELECT

The Game Select screen offers a choice of the game modes available in *FIFA Soccer 96*. You can also use OPTIONS to customize games or RESTORE to complete a League, Tournament, or Playoff in progress.



**To select a Game mode:**

1. From the Game Select screen, D-Pad ↑↓ to highlight a mode.

2. Press **C** or **START** to select.

**NOTE:** To learn more about the different game modes, see the sections of this manual devoted to each type of play.

## FRIENDLY

A single game between two teams of your choice. (See *Starting a Friendly Game* on page 8.)

## LEAGUE

Select a League from the twelve available. Then take up to eight teams through an entire League schedule. (See *League Play* on page 17.)

## TOURNAMENT

There are up to twelve different tournaments to take part in. Tournament structure is based on the real-life counterparts. (See *Tournament* on page 19.)

## PLAYOFF

If you like the game play in Tournament play, but don't have time for each round, Playoff mode is for you. (See *Playoffs* on page 20.)

## OPTIONS

*FIFA Soccer 96* offers fifteen game modifying options.

**To select an option:**

1. From the Options screen, D-Pad ↑↓ to highlight the desired option.

2. To cycle through choices D-Pad ←→.

3. To accept all changes, press **C**.

⚽ To cancel menu choices, press **Z**.

**NOTE:** All default settings are listed in **bold** in this manual.

### HALF LENGTH

You determine the length of each half by choosing 2, **4**, 6, 8, 10, 20, or 45 minute halves.

### LANGUAGE

Six language options are available: **ENGLISH**, DEUTSCH (German), FRANÇAIS (French), ESPAÑOL (Spanish), ITALIANO (Italian), and SVENSK (Swedish).

### GAME TYPE

SIMULATION games reproduce the effects of fatigue. Players in ACTION games don't tire at all.

### FOULS

Choose OFF and the referee doesn't call any fouls. NO BOOKINGS mode means that the ref calls fouls, but won't book players. With fouls on **NORMAL**, a tackle or push could result in the ref reaching for a yellow or red card.

### OFF-SIDE

The Off-side rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. This only applies when the attacking player is in a position to interfere with the play. A player can't be Off-side in his own half of the field, or directly from a Throw-In or a Corner Kick.

When a player is caught Off-side, the referee signals a free kick and the Off-side icon appears along with the offending player's name. Select ON or **OFF.**

## INJURIES

With this option ON, all players are susceptible to injury. Injured players are indicated by a red cross on the substitution screen. Select ON or **OFF**.

## SKILL LEVEL

If you're a newcomer to *FIFA Soccer 96,* start out at the **SEMI-PRO** level; the CPU assists in ball control. PRO gives you total ball control and freedom of passes.

## TIME DISPLAY

The Time Display can be turned **ON** or OFF.

## PLAYER NUMBERS

Keep Players Numbers **ON** and the jersey number of a player appears at his feet.

## PITCH CONDITION

As a rule of thumb, the drier the pitch conditions, the quicker the ball rolls and the higher it bounces. Select DRY, DAMP, DRENCHED, or **RANDOM.**

## CLOCK

Either **CONTINUOUS** or OUT OF PLAY. With CONTINUOUS selected, time ticks off toward the final whistle even when the ball is out of play.

## MUSIC

The music playing during menu screens can be toggled **ON/OFF**.

## SFX (SOUND EFFECTS)

Team chants and other game sounds can be toggled **ON/OFF**.

## PLAY BY PLAY

Listen to a play by play of your game with this option **ON**.

## STEREO

If you have a surround sound system available, hear stereo sound with this option ON.

## RESTORE

Select RESTORE from the Game Select screen to complete a League, Tournament, or Playoff in progress. (See *Save Game* on page 21.)

# STARTING A FRIENDLY GAME

If you want to quickly begin a *FIFA Soccer 96* game, familiarize yourself with the Command Summary and select FRIENDLY from the Game Select screen. Play an exhibition game by pairing teams from any part of the world, including Custom Teams.

## TEAM SELECT

From the Team Select screen, choose any two teams, regardless of Country or League, to be matched up in the ensuing game.

1. To select a league, D-Pad ↑ to highlight the league then D-Pad ← → to cycle through league choices.

2. To select a team, D-Pad ↓ to highlight the team then D-Pad ← → to cycle through team choices.

⚽ To select the challenging league and team, press **A**.

⚽ When complete, press **C** or **START**. The Scouting Report appears.

**NOTE:** The 13th league features Custom teams. You can edit 8 pre-existing Custom Teams.(See *Creating A Custom Team* on page 22.)

## SCOUTING REPORT

The Scouting Report rates each skill level with a gold bar. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The four skills rated are Shooting, Passing, Running, and Defence. There is also an Overall rating.

**NOTE:** The Controller Select screen appears automatically.

## CONTROLLER SELECT

From the Controller Select screen, you can determine which team you wish to represent in the game.

The two teams are displayed on the Controller Select screen—home team on the left, away team on the right. Icons representing each controller appear in the middle.
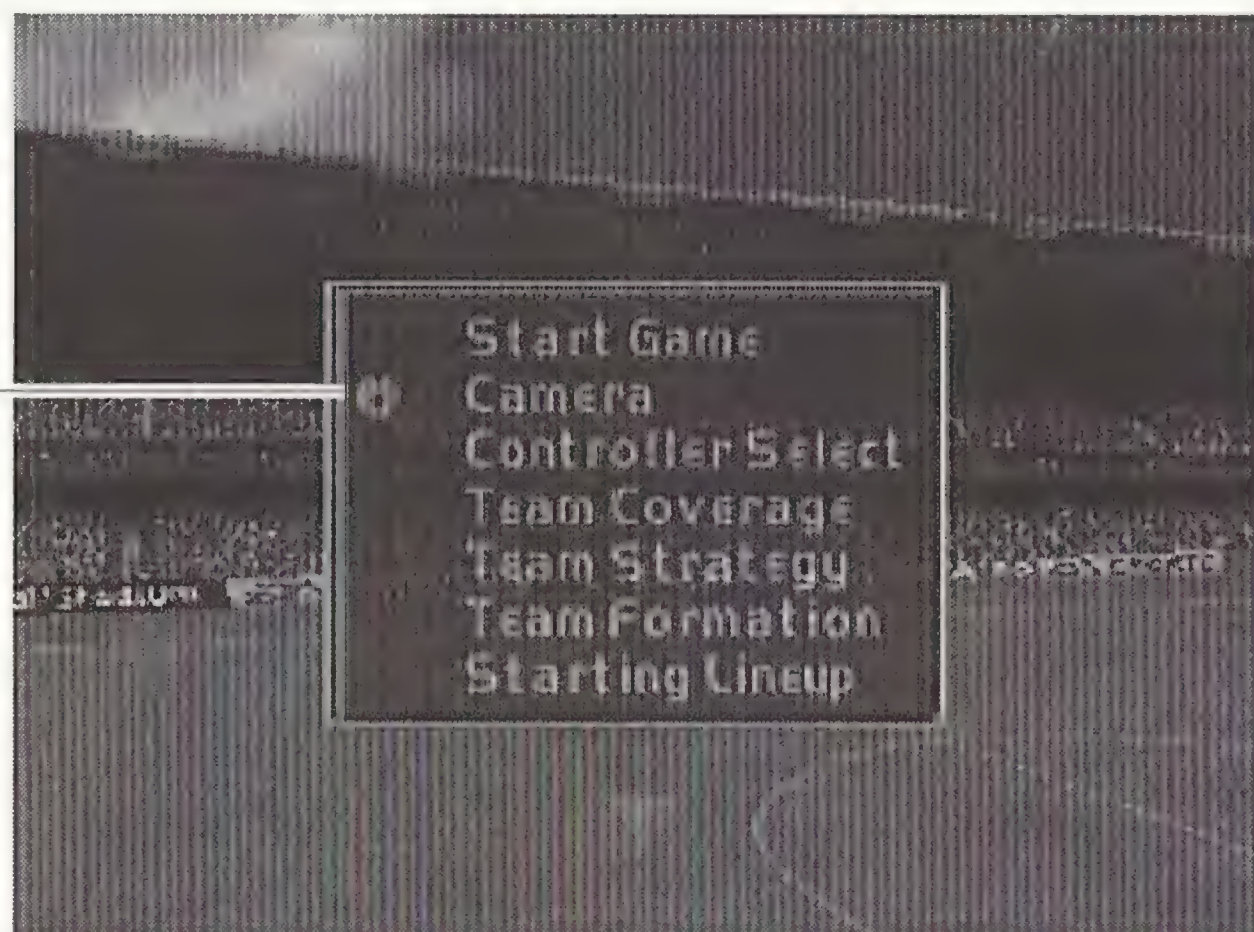
### To select teams:

⚽ From the Controller Select screen, D-Pad ←→ to place your controller icon under the desired team.

⚽ When you've set up the controller, press C to advance to the Pregame screen. (See *Pregame Menu* below)

# PREGAME MENU

D-Pad ↑↓ to move the soccer ball icon next to the item of your choice, then press C. The Options list appears.



D-Pad to view each option. Press C to select and return to the Pregame screen.
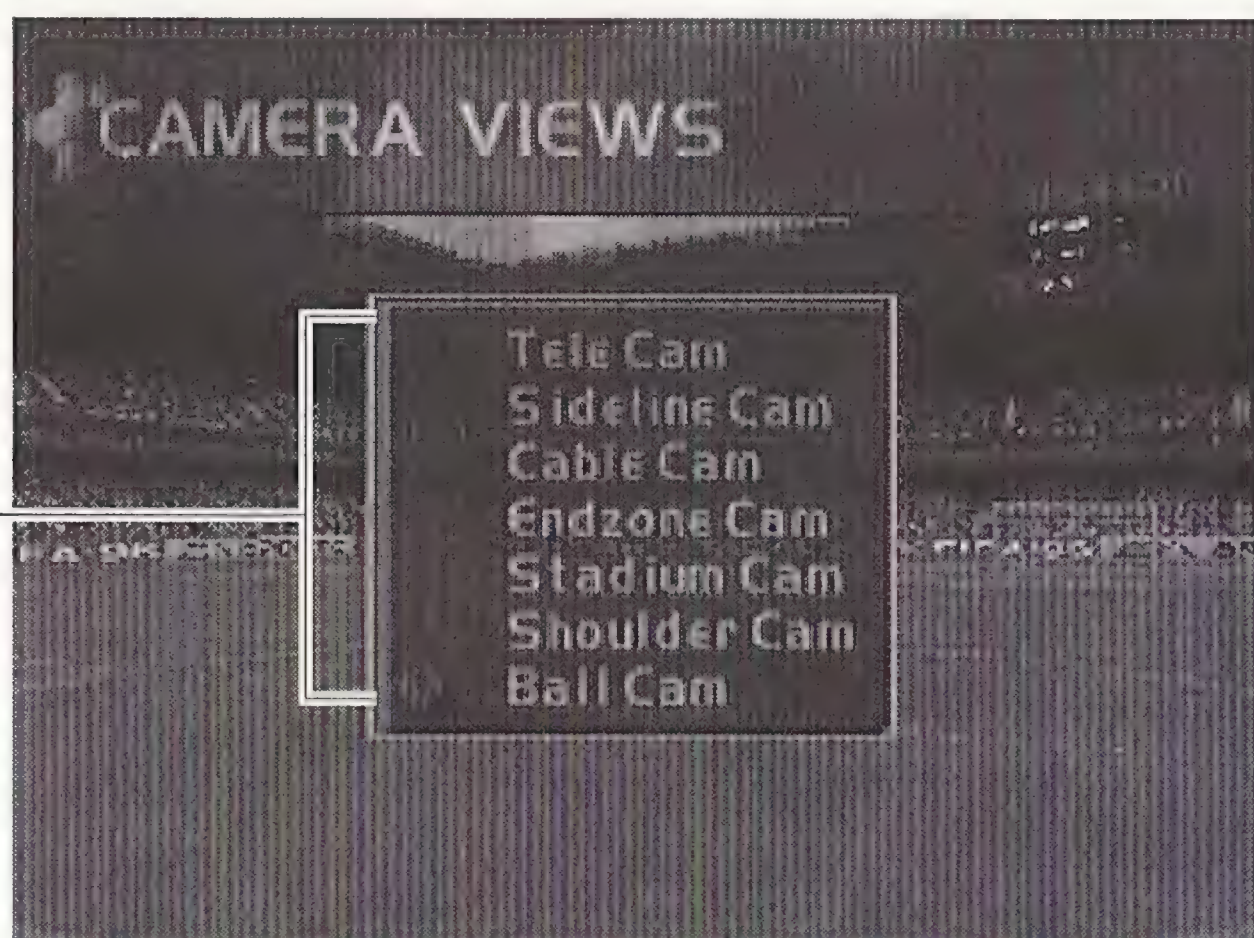


The Pregame screen appears just before a game begins. From this screen, you can select your team's coverage, strategy, formation, starting lineup, and other options.

1. To change an option from the Pregame menu, D-Pad ↑↓ to move the soccer ball icon next to the item of your choice, then press C. The Options list appears.

2. To move the soccer ball icon next to an option, D-Pad ↑↓.

3. To select that option, press C. The Pregame menu reappears.

4. After you've set your pregame options, highlight START GAME and press C or **START**. Your teams are ready for the kick-off.

## START GAME

Leave the Pregame menu and line up on the field.

## CAMERA

*FIFA Soccer 96* offers you unique choices with which to view your game. The different views available are: TELE CAM, CABLE CAM, ENDZONE CAM, STADIUM CAM, SHOULDER CAM, SIDELINE CAM and BALL CAM.

## CONTROLLER SELECT

See *Controller Select* on page 8.

## TEAM COVERAGE

Here you adjust the range of your players' field coverage. Coverage control is divided between Defence, Midfield, and Offence.

**To set your coverage:**

1. From the Coverage screen, D-Pad ↑↓ to highlight a coverage grouping.

2. To adjust the length of the arrow on the field, D-Pad ←→. The Midfield arrow extends in either direction.

⚽ To return to the Pregame screen, press **C**.

## TEAM STRATEGY

The best way to win games is to stay one step ahead of your opponent. Select a Team Strategy at the beginning of your match, then adjust it throughout the game to secure your approach. Select NONE, LONG BALL, ALL OUT DEFENCE, ATTACK, DEFEND, or ALL OUT OFFENCE.

**To select a strategy for your team:**

⚽ From the Strategy screen, D-Pad ↑↓ to highlight a strategy option. The arrows on the field change to illustrate each strategy.

⚽ To return to the Pregame screen, press **C**.

## TEAM FORMATION

Select a formation which accents your team's strengths. Choose 3-5-2, 4-4-2, SWEEPER, 4-2-4, or 4-3-3.

**NOTE:** Different teams have different default formations.

⚽ To select a formation, D-Pad ↑↓. A diagram of players on the field displays how each formation appears.

⚽ To return to the Pregame screen, press C.

## STARTING LINEUP

This screen lists your entire squad's names, numbers, positions and attribute ratings. Use this information to adjust your lineup for the present match.

**To adjust your starting lineup:**

1. From the Starting Lineup screen, D-Pad ↑↓ to move the soccer ball icon near your desired player.

2. To select, press A.

3. D-Pad ↑↓ to highlight the player you want to swap positions with.

4. Press A, and the two players swap positions.

⚽ To cancel the swap, press B.

⚽ To scroll through fourteen player rating categories, D-Pad ←→.

⚽ When finished, press C or START.

NOTE: After the match begins, the Starting Lineup option is replaced by the Substitutions option. (See *Substitutions* on page 16) You can swap players positions as many times as you wish.

NOTE: A goalie can only be substituted for another goalie.

## OPTIONS

Use this option to alter several of the Game options you selected earlier. (See the *Game Options* section on page 6 for option descriptions.)

NOTE: Some options can only be changed from the main Options menu accessed from the Game Select screen.

## QUIT

Use this option to cancel your game and return to the Game Select screen.

# ON THE FIELD

## KICK OFF

Before each half and after each score, the players take up their positions on either side of the center circle.

**To kick off and get the game underway:**

- ⚽ With both teams in kick off formation, press **B** to kick to your teammate.

## SCORING

To score in *FIFA Soccer 96,* put the ball in the net to break the invisible vertical plane linking the posts, the bar, and the goal line. While the ball does not have to hit the back of the net to score a goal, the whole of the ball must cross the goal line. After the celebration over a goal dies down, the ball is returned to the center circle for a kick off

## BALL CONTROL

A player with a high skill level controls the ball more closely but this area widens, the faster he moves.

**NOTE:** The closer a player controls the ball, the harder it is for an opponent to tackle him.

- ⚽ To run, press the D-Pad in your intended direction.
- ⚽ To lob the ball, press **A**.
- ⚽ To pass the ball, press **B** + D-Pad.
- ⚽ To drop pass to your nearest teammate, tap **B** + D-Pad.
- ⚽ To take a shot on net, press **C**.
- ⚽ To perform a 180-degree spin move, press **B** + **C**.
- ⚽ To kick a shallow lob, press **A** + **B**.
- ⚽ To perform a Rainbow Kick, press **A** + **C**.
- ⚽ To sprint dribble, hold **Z** + D-Pad.

## PASSBACK

After the ball is kicked into play, Passback mode returns the ball to the original ball carrier in an immediate passback.

**To perform a passback:**

1. Press **B** + D-Pad to pass the ball to a receiver.

2. Before the ball reaches its destination, press **A** to enter Passback mode. The passback player has possession of the ball, and you retain control of the original ball carrier.

3. Press **A** again to return the ball to the original carrier.

⚽ To take a one-time shot on the net, press **C**.

⚽ To take control of the passback player, press **B**.

## DEFENCE

Don't ever underestimate the importance of solid Defence.

⚽ To slide tackle, press **A**. This is the best way to strip the ball from an attacking opponent.

⚽ To switch control to your player nearest the ball, press **B**.

⚽ When you are near an attacker, press **B** to attempt a steal.

⚽ To dive, press **C** (if near net).

⚽ For a one-timer, press **C** (if far from net).

**EA TIP:** For a fiendish tackle, press **A** + **B**. Or to flatten your opponent with one shove, press **B** + **C**.

### BALL IN THE AIR

Performing a bicycle kick, header or volley depends on the height of the ball at the moment of execution, and how close you are to the net.

**To perform a specialty move:**

1. When the ball is in the air, press **B** to control the member of your team nearest the destination.

2. To jump for a header, volley, bicycle kick, or one-timer, press **A** or **C**.

3. After you make contact with the ball, D-Pad in any direction to add a slight curve.

## KEEPER'S BALL

When the ball is safely in the goalie's arms, it's a Keeper's ball.

⚽ To lob to the last camera position, press **A**.

⚽ To lob the ball, press **A** + D-Pad in the intended direction.

⚽ To kick the ball, press **B** + D-Pad to aim, then press **C** to kick.

## BALL OUT OF PLAY

The ball is out of play when the whole of its circumference passes over the sideline or goal line. This results in one of four different methods of restarting play:

**GOAL:** After each goal, the players take up their positions on either side of the center circle and the team that was scored against kicks off. (See *Kick Off* on page 12.)

**GOAL KICK:** An attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line. The ball is automatically placed at the corner of the goalie's box. (See *Keeper's Ball* above.)

**CORNER KICK:** When the last player to touch the ball on its way over the goal line was a defender or the goalie, a Corner Kick is taken from within the quarter circle marked around the corner flag.

⚽ D-Pad to move target.

⚽ To Lob the ball into play, press **A**.

⚽ To cycle Normal/Camera/Passback modes, press **B**.

⚽ To toggle set play, press **C** + D-Pad.

⚽ To select a set play, press **C** + D-Pad.

⚽ To execute the set play, press **C**.

**THROW IN:** Taken from the sideline where the ball went out of play.

⚽ Execute a Throw In in the same manner as a Corner Kick. (See *Corner Kick* above.)

## INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

**FREE KICKS:** Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Off-side.

When you win a free kick, the ball is placed where the infringement took place.

⚽ Execute a Free Kick in the same manner as a Corner Kick. (See *Corner Kick* on page 14.)

**NOTE:** Opposition players can block free kicks.

**PENALTIES:** Awarded when the defending team commits an infraction worthy of a free kick in their own *penalty* area. The ball is placed on the penalty spot automatically. Only your Keeper and the penalty taker are allowed into the penalty area.

**To save a penalty kick:**

⚽ As the ball is struck, press **C** + D-Pad to dive in anticipation of the shot.

**To take a penalty kick:**

⚽ To select another shot taker, press **B**. You want your most accurate foot at the line.

⚽ To kick the ball, press **C** + D-Pad.

⚽ A tie in a playoff game is decided by best out of five penalty kicks.

BOOKINGS: If the referee witnesses a foul, the offender is given a yellow card. If the referee judges a foul to be particularly vicious he awards a red card. Two yellow cards equal a red card. When a player receives a red card, he is kicked out of the game and the team must continue with one fewer players.

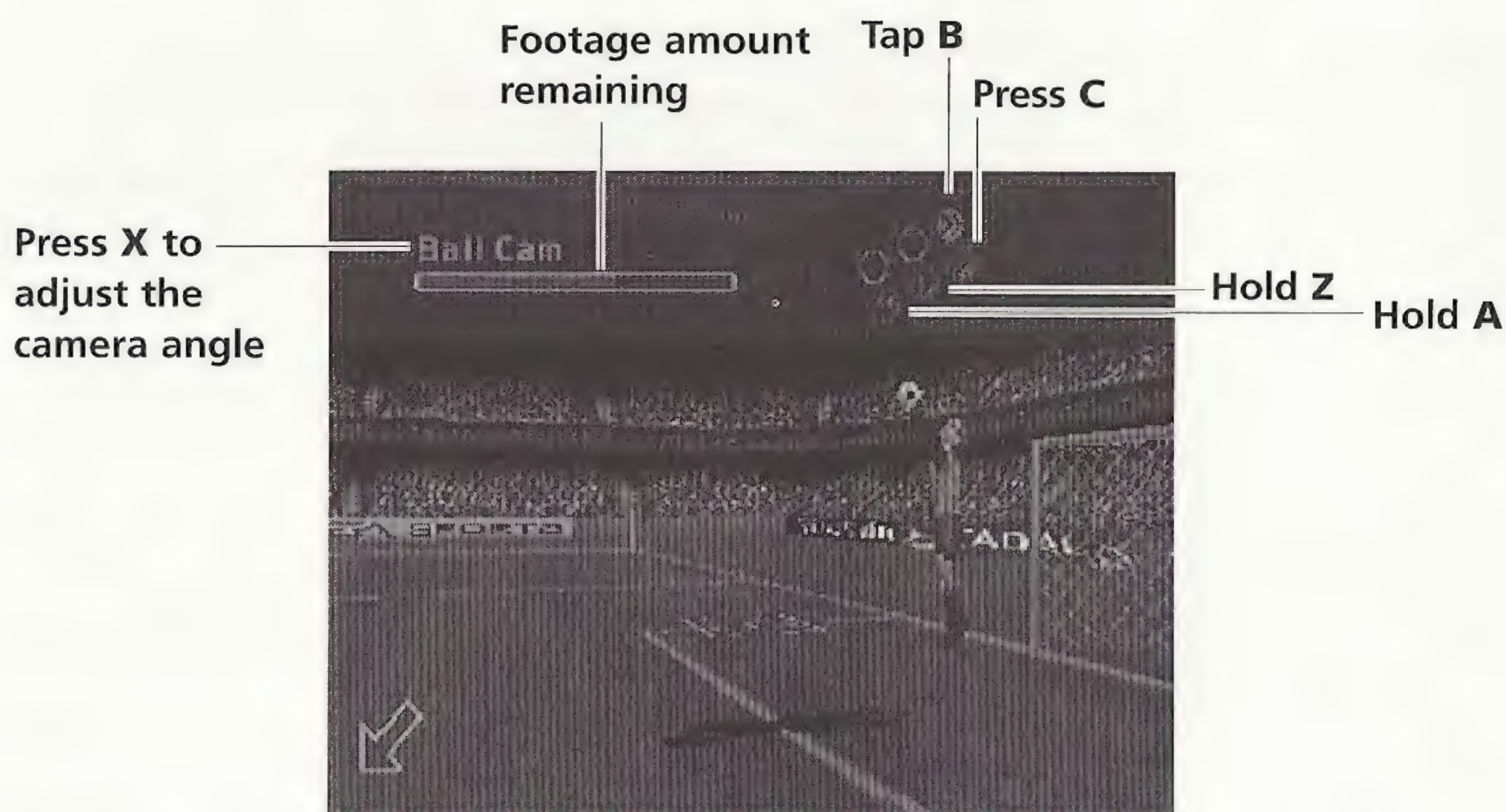**NOTE:** For Bookings to occur, Fouls must be set to NORMAL in the Options menu.

# PAUSING THE GAME

To pause the game at any time, press **START**. The options displayed before the match reappear with the addition of INSTANT REPLAY, SUBSTITUTIONS, GAME STATISTICS, and Summaries. (See *Pregame Menu* on page 9.)

**NOTE:** After viewing GAME STATISTICS, and Summaries press **C**. The Pause screen reappears.

## INSTANT REPLAY

Want to re-live a classic moment? Select INSTANT REPLAY *immediately* following the play.



Footage amount remaining — Tap **B** — Press **C**

Press **X** to adjust the camera angle

Hold **Z** — Hold **A**

**To view an Instant Replay:**

| | |
|---|---|
| Play ▷ | Press **C** |
| Frame by Frame Forward ▷▷ | Tap **B** |
| Reverse ◁◁ | Hold **A** |
| Fast Forward |▷ | Hold **Z** |
| Change Camera Views | Press **X** |
| Move Camera Horizontally | D-Pad (Free Cam only) |

⚽ When finished, press **START**. The Pause screen reappears.

## SUBSTITUTIONS

In Simulation mode, the number of subs used per game is limited to two; there is no such restriction in Action mode. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen. (See *Starting Lineup* on page 11.)

## GAME STATISTICS

The Game Statistics screen presents up-to-the-minute statistics on both teams in eight critical categories. Check out the Score, Saves, Fouls, Corner Kicks, Shots On Goal, Time Attacking, Time In Midfield, and the Time Defending.

## SCORE SUMMARY

The Scoring screen displays the last ten goals scored, the players who scored them, the team they scored for, and the exact time each goal was made.

## FOUL SUMMARY

The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team, and the time the Offence took place.

## RESUME GAME

Select RESUME GAME when you're ready to return to the competition. You are returned to midfield for the second half kick off and any Control changes are implemented.

## HALF TIME

When the referee signals the end of the first half, both teams retire to the sideline and a control screen appears identical to the Pause screen. (See *Pausing the Game* on page 16.)

## END OF GAME

At the end of a Friendly game, you return to the Pause screen. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Game Select screen.

## LEAGUE PLAY

Selecting LEAGUE from the Game Select screen brings up the League Selection screen. Teams in a League play each other twice to determine the League champion. The championship is decided on the basis of points awarded. Wins count as three points and ties count as one. No points are awarded for losses. The team with the most points at the end wins the championship.

**NOTE:** The American and Scottish League teams play four games each.

**To select a league:**

1. D-Pad ←→ to cycle through league choices.

2. To select, press **C** or **START**.

**NOTE:** To return to the previous screen at any time, press **Z**.

## SELECTING LEAGUE TEAMS

Once you have selected a league, the League Select Team screen appears. Here you can enter up to eight focus teams to follow and play during the league season.

**To choose your focus team(s):**

1. D-Pad ←→ to scroll through the teams.

2. Press **A** to add a focus team to your list.

⚽ To delete a focus team from your list, press **B**.

⚽ To cancel team selections, press **Z**.

3. Press **C** to advance to the League Standings screen.

## LEAGUE STANDINGS

After your teams are selected, the League Standings screen appears. Your focus teams are highlighted yellow and randomly chosen teams round out the remainder of the league.

⚽ D-Pad ↑↓ to scroll through the league standings.

⚽ To advance to the League Schedule, press **C**.

## LEAGUE SCHEDULE

This screen allows you to view schedules and choose games to play. The team shown in the top right hand corner has its schedule shown below.

⚽ To cycle through the schedule of your selected teams, D-Pad ←→.

⚽ To scroll through league dates, D-Pad ↑↓.

⚽ To simulate a game, press **X** twice.

⚽ To play the game, press **C**. The Scouting Report screen appears.

## SCOUTING REPORT

At the Scouting Report screen, five rating categories are displayed side-by-side for easy team comparisons.

## CONTROLLER SELECT

See *Controller Select* on page 8.

# TOURNAMENT

To enter a tournament, select TOURNAMENT from the Game Select screen.

**NOTE:** To return to the previous screen at any time, press **Z.**

**To play a World Tournament,** select INTERNATIONAL from the League Select screen.

**To play a Domestic Tournament,** select any Country league.



## WORLD TOURNAMENT

The world championship begins with twenty-four teams equally divided into six regions. Each team plays every other team in their division once. The top two teams from each division advance to the playoffs along with the next best four.

## DOMESTIC TOURNAMENT

You choose from up to 8 teams for a domestic tournament. If you pick fewer than eight teams, the remaining league slots are filled with teams chosen at random. You play only your teams' games.

## TOURNAMENT LEAGUE/ TEAM SELECTION

Choose your Tournament teams in the same manner as league and team selections for a League game. (See *League Play* on page 17.)

⚽ When finished, press **C**. The Tournament Standings screen appears. (See *League Standings* on page 18)

## TOURNAMENT SCHEDULE SCREEN

The current tournament schedule is divided into six divisions. Your teams are highlighted in yellow.

**NOTE:** Some Leagues do not have enough teams to fill six divisions.

**To view the schedule:**

⚽ To cycle through divisional groupings, D-Pad ←→.

⚽ To scroll through the list of dates, D-Pad ↑↓.

⚽ When finished, press **C**. The Scouting Report screen appears.(See *Scouting Report* on page 8.)

# PLAYOFFS

Playoffs are the elimination stage of a tournament. If you qualify in the Tournament round, you are automatically sent to the Playoffs. One loss eliminates a team. You can choose to enter directly into the Playoff mode by selecting PLAYOFFS from the Game Select screen.

## PLAYOFF LEAGUE/TEAM SELECTION

Choose your Playoff teams in the same manner as league and team selections for a League game. (See *League Play* on page 17.)

⚽ When finished, press **C**. The Playoff Tree screen appears.

## PLAYOFF TREE

After you have chosen your Playoff team(s), or after you have played through a Tournament and reach the Playoffs, the Playoff Tree appears. Playoffs are arranged in up to four rounds depending on the number of teams in the individual league. Teams that win in one round advance to the next. Teams are placed randomly in the first playoff round.

⚽ To see the entire Playoff Tree, D-Pad ←→.

⚽ When finished, press **C**. The Scouting Report screen appears.(See *Scouting Report* on page 8.)

## SAVE GAME

You can save up to eight (four internal, four external) league, playoff, or tournament games.

**To save your game:**

1.  Following each game, the Standings screen appears. When you are finished viewing the Standings screen, press **C**. The Save Game screen appears.

2.  To choose internal or external memory, D-Pad ←→.

3.  To choose one of the four available slots, D-Pad ↑↓.

4.  To save the game, press **A**. The schedule screen appears.

⚽ If you don't want to save the game, press **C** to skip the Save Game screen.

## RESTORE

To continue your game select RESTORE from the Game Select screen. Eight (four internal, four external) memory slots are displayed.

**To Restore a saved game:**

⚽ To select internal or external memory, D-Pad ←→.

⚽ To select the slot where your game is located, D-Pad ↑↓.

⚽ To load the game, press **C**. (To cancel, press **Z**.) The League Standings, Tournament Standings, or Playoff Tree screen appears.

# CREATING A CUSTOM TEAM

*FIFA Soccer 96* lets you build your dream team from pre-edited teams using players from any league.

**To create a custom team:**

1. Select FRIENDLY from the Game Select screen.

2. Highlight the League select bar, and D-Pad → until the EA SPORTS icon appears.

3. D-Pad ↓ to the Team select bar, and D-Pad ←→ to select Custom Team 1–8.

4. When finished, press C. The Custom Team Edit screen appears.

**NOTE:** The Custom Team icon is shown in yellow indicating a saved Custom Team on one of the memory cards. If you want to play with the default team instead, you must remove the memory card.

## CUSTOM TEAM EDIT

The right side of the screen shows your custom team, and the left side contains the teams and leagues that you can choose from.

1. To scroll through the leagues, press **SHIFT Right/Left.**

2. To scroll through the teams, press **X** or **Y.**

3. To swap a player from your team, D-Pad ↑↓ to highlight his name, then press **A** to select that player.

4. To add a player to your team, D-Pad ← to the left side of the screen, then D-Pad ↑↓ to highlight the player you'd like to add. Press **A** to select that player.

⚽ Repeat until you've filled out your team.

⚽ When finished, press **C** to advance to the Scouting Report.

**NOTE:** A goalkeeper can only be substituted for another keeper.

## SAVING/LOADING A CUSTOM TEAM

A custom designed team automatically saves to the backup memory. If you wish to rebuild a team from the default custom team, you must delete your saved custom team.

⚽ To delete a previously saved team, hold **SHIFT Right/Left + A.** When "Delete Saved Team" appears, choose **YES.**

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